

CHAPTER I

INTRODUCTION

A. Background of the Study

Assassin's Creed: Renaissance is a novel based on the Assassin's Creed series, written by Oliver Bowden and published by Penguin Books. It is the novelized version of the game Assassin's Creed II; however, rather than spanning a vast period of time, it is set only in the 15th and (early) 16th century, with no mention of the game's present-day events. The novel was released in the United Kingdom on 26 November 2009, six days after the United Kingdom release of Assassin's Creed II game, and was released in North America on 23 February 2010.

In the year 1476, Ezio, his older brother Federico, and friends of the family fought with Vieri de Pazzi and his gang. Just before the fight, Ezio tell his friends that Vieri de Pazzi is the man that humiliate and slander their family's name. While Ezio speaks to his friends, Vieri throws a rock to him causing a scar that would remain for the rest of Ezio's life. Vieri's action triggers the fight between them.

During the fight, Ezio pummeled several members of the opposing gang, but Vieri managed to land a blow to Ezio's head and escape before Ezio could do anything to him. Ezio's wound that he gets before the fight makes

him helpless. Luckily, his brother Federico comes to help Ezio and stop him from doing any reckless thing. Federico Force Ezio to go to the doctor because Ezio seems to get serious injury.

After the doctor tended to his wound, a church nearby caught the eye of the brothers, and Federico suggested a race. Ezio accepts the challenge from his brother and Ezio won, as he managed to reach the top quickest, and together the two looked out over the city. When they wandering around the city, Ezio sees a Cristina wants to talk to her. Despite Federico's disapproval, Ezio made his way to the home of Cristina Galfucci. Unexpectedly, Ezio meets again with Vieri who is trying to disturb Cristina. This time Ezio can defeat Vieri because his wound has been cured.

After defeating Vieri and makes him leave Cristina's house, Ezio gets permission from Cristina to stay the night at her house. Though caught by Cristina's father the morning after, Ezio fled from a group of pursuing guards before meeting with his father at the Palazzo Auditore. Giovanni scolded him, but later softened, admitting that his son's actions reminded him of his own youth. He then asked Ezio for his assistance in an errand later in the day.

Once Ezio had returned home, Ezio's little brother Petruccio asked him if he could collect eagle feathers from the rooftops, with the promise to return to bed afterwards, as he was ill. After a tiring search for feathers, Ezio returned them to his younger brother, though Petruccio was secretive about their purpose. Later, Ezio found his sister Claudia in a distraught state, crying

on a bench in their home after discovering her boyfriend, Duccio de Luca, had been unfaithful. After obtaining his whereabouts, Ezio tracked down and beat Duccio, before warning him to stay away from his sister.

Upon returning to the palazzo once more, Ezio's mother secured his services in picking up some paintings from a young artist that she patronized, Leonardo da Vinci. Ezio help his mother to carry the painting from Leonardo's workshop. On the walk home, Leonardo struck up a conversation, beginning a friendship between the two young men that would last throughout their later lives.

After finishing the errand for his mother, Ezio returned to Giovanni, who requested that he deliver two letters to contacts of his in the city, before retrieving a third letter from a pigeon coop not far from the house. Ezio agreed, and after two odd encounters with the people he'd delivered the letters to, Ezio retrieved the note from the pigeon coop only to witness guards running across Florence.

Ezio returned home to find his home ransacked, his father and brothers missing, and his mother and sister hiding. Paola told Ezio that his father and his brother is captured by the city guard. Learning that city guards had been ordered to arrest Giovanni and all of his sons, Ezio made his way to the Palazzo della Signoria, where his father and brothers were being held. Ezio wants to talk to his father, so he decides to sneak at the night and climb the wall to meet Giovanni. When Ezio meets his father, he was instructed to find a

chest hidden in his office, take everything out of it, and deliver a sealed letter to Uberto Alberti, Gonfaloniere of Florence and a close friend of the Auditore family.

Doing so, Ezio found his father's Assassin robes, a broken Hidden Blade, and a letter containing details of a plot against the city of Florence and the Auditore family. Ezio brought the incriminating documents to Uberto, and was assured that his family would be released the following day, when the information was presented as evidence of their innocence. Ezio then traveled to the home of Cristina Vespucci, where he spent the night once again.

The next day, Ezio returned to the Piazza della Signoria to find Uberto presiding over the execution of his family. Giovanni declared their innocence, citing the information given to Uberto as evidence, but the Gonfaloniere denied any knowledge of such information. Ezio shouted that Uberto was lying, but his efforts to prevent the execution were ultimately in vain.

Ezio could only watch helplessly from the crowd as his father and brothers were hanged. When he attempted to charge the gallows to avenge his kin, Uberto ordered the city guards to kill him. At the urging of one of Giovanni's friends, a thief, Ezio fled the Piazza della Signoria and sought shelter in a brothel run by the sister of the Auditore housemaid, a courtesan named Paola.

Paola, who – unbeknownst to Ezio – was an Assassin herself, agreed to assist Ezio in his quest for vengeance, teaching him how to survive in the city

as an outlaw through pickpocketing and blending in crowds. She further directed Ezio to Leonardo da Vinci to repair Giovanni's Hidden Blade, though she did not notice that Ezio was being watched. After Leonardo repaired the blade, a guard banged on the door and ordered Leonardo outside before trying to beat Ezio's location from him. Ezio realized something was wrong and crept up behind the guard, assassinating him.

After Leonardo had thanked him, Ezio sought out and assassinated Uberto in the courtyard of the Basilica di Santa Croce, who was attending Andrea del Verrocchio's latest exhibit. Once he had made his way into the courtyard, Ezio attacked Uberto in a frenzied rage, stabbing him multiple times in the chest, before proudly proclaiming the survival of the Auditore family, through him.

After killing Uberto, Ezio took the documents that the Gonfaloniere had concealed from him and his father, as well as a letter from Uberto meant for his wife and son. Ezio decided that he would see to it that she received the letter, not wanting to sink to Uberto's level. Killing Uberto makes Ezio wanted in all Florence. Ezio know that his family is in danger, so he decided to travel to Spain to avoid the guard.

Now the most wanted man in Florence, Ezio fled the city with his mother and sister in the hopes of making their way to Spain, stopping beforehand at the Auditore family's villa in Monteriggioni for shelter. As they neared the town, the three were accosted by Vieri de' Pazzi and his followers,

but were saved by the timely arrival of Ezio's uncle, Mario Auditore, and his mercenaries.

Mario informed Ezio of the existence of the Assassins, in an obvious attempt to induct him into the Order. He spent some time teaching Ezio swordplay, and revealed that many of his ancestors, including Giovanni, were members of the Assassin Order. However, Ezio refused his ancestry, wishing only to continue his journey to Spain for his mother's and sister's safety, with the help of the skills Mario had taught him.

Enraged, Mario left Monteriggioni for the city of San Gimignano, where Vieri had been located, in the attempt to relieve Monteriggioni of continual assaults by the Pazzi's minions. Guilt-ridden and knowing his presence was a primary reason for the ongoing attacks, Ezio traveled to San Gimignano to accept Mario's offer.

When Ezio arrives outside the city, he joins Mario and his mercenaries in their assault, and they wait until nightfall to storm the city. After witnessing a brief meeting between Rodrigo Borgia, Jacopo de' Pazzi, Francesco de' Pazzi and Vieri, Ezio marks for his target. While Mario and his mercenaries kept Vieri's thugs distracted, Ezio challenged and fought Vieri for the last time, eventually overpowering and killing him after a brief duel. Ezio tried to extract a confession from his old enemy, though Vieri chose to be snide to the very end. Infuriated by this, Ezio flew into a rage and insulted Vieri's corpse,

continuing until his uncle calmed him down and reminded him of a tradition of the Assassins: showing respect to those they have killed.

Following Vieri's death, Ezio returns to Florence in 1478 to gather information on a conspiracy against the Medici, who has been family friends to the Auditore. However, Ezio chooses to visit Cristina first, who is quite surprised to see him. She also admits that she is to be married, as she thought she would never see Ezio again.

There are several reasons why the researcher analyzes this novel. First, this novel is based on a game called *Assassin's Creed II*. This is interesting because usually games or movies are adapted from the novel. Otherwise, Oliver Bowden creates the novel by adapting the game. He can outline the setting of the game into the words. Second, the theme of this novel is historical fiction. The story of this novel is a combination of historical and fictional story. Most of the story is fiction, and the other part is the story that really happened. In this story there are historical figures that become fiction such as Leonardo da Vinci and Niccolò Machiavelli.

Based on the previous reason, the researcher will observe *Assassin's Creed: Renaissance* novel (2009) as a project to analyze, and arrange a title of the paper **REVENGE IN OLIVER BOWDEN'S *ASSASSIN'S CREED: RENAISSANCE* NOVEL (2009): A PSYCHOANALYTIC APPROACH.**

B. Previous Study

As long as the researcher knows, *Assassin's Creed: Renaissance* novel has not been analyzed in Muhammadiyah University of Surakarta and all-around of Surakarta or Yogyakarta region.

C. Problem Statement

Based on the title and the background of the study, the researcher formulates the problem statement as follow: "How is seek for revenge reflected in the major character in *Assassin's Creed: Renaissance* novel by Oliver Bowden using psychoanalytic approach?"

D. Limitation of the Study

In this study, the researcher will focus on the analysis of seek for revenge of Ezio Auditore as the main character in *Assassin's Creed: Renaissance* novel based on Psychoanalytic Approach.

E. Objective of the Study

Based on the problem statement, the researcher proposed the objective of the study as follows:

1. To analyze the structural elements of the novel
2. To analyze the novel based on the psychoanalytic approach.

F. Benefit of the Study

1. Theoretical Benefit

The study is hoped to give additional information that can be used by the other literature researchers who are interested in analyzing this novel, particularly by Psychoanalytic Approach.

2. Practical Benefit

In this research, the researcher wants to give some contributions to the development of literary study and enrich the researcher's knowledge about literary work especially in understanding the novel related to the aspect of psychoanalytic.

G. Research Method

1. Type of the Study

In this study, the researcher uses the descriptive qualitative research. It is library research while data source are using literary data. It purposes to analyze the novel applying psychoanalytic approach. The steps to conduct this research are (1) determining the type of research, (2) determining the object of the study, (3) determining data and data source, (4) determining technique of data collecting, and (5) determining technique of data analysis.

2. Object of the Study

The object of the study is *Assassin's Creed: Renaissance* Novel by Oliver Bowden and published by Penguin Books London.

3. Type of the Data and the Data Source

The researcher defines the source of data into 'primary data' and 'secondary data'. The primary data is the text of *Assassin's Creed: Renaissance* itself, while the secondary data are taken from the books, internet and other materials that are relevant to support the analysis.

4. Technique of the Data Collection

In this study, technique of data collection is the library research. The steps in this library research are as follows:

- a. Reading the novel repeatedly
- b. Taking notes of important information
- c. Arranging the data into several parts based on its clarification
- d. Analyzing the data
- e. Drawing conclusion based on the analyzing data.

H. Paper Organization

This research paper is divided into five chapters. Chapter One is introduction, involves background of the study, literature review, problem statement, limitation of the study, objective of the study, research method and paper organization. Chapter Two is underlying theory, which contains the notion of psychoanalytic theory, the main principles of Sigmund Freud's theory and theoretical application. Chapter Three is structural analysis, which contains character and characterization, setting, plot, point of view theme, and discussion. Chapter Four is psychoanalytic analysis and the last chapter, chapter Five is conclusion and suggestion.